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The Big Sleepwalk — Dan Arieli

stretches credulity

into needed

SHINING TIME STATION

"THE BIG SLEEPWALK"

BY

DON ARIOLI

From characters and storylines created by
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SECOND DRAFT - NOT FINAL
AUGUST 5, 1992

SCENE 1
(MAINSET)

(OPEN IN AN AREA NEAR MR. C.'S SWITCH HOUSE. KARA, DAN AND BECKY ARE BUSY FILLING SALT AND PEPPER SHAKERS. THERE ARE MANY EMPTY, LIDLESS SHAKERS WAITING TO BE FILLED. KARA IS SPOONING SALT FROM A BAG IN HER EFFORT TO FILL A SHAKER. IT IS SLOW, INEFFICIENT WORK BY THE LOOKS OF IT. BECKY IS MAKING A SIMILAR MESS BY TRYING TO POUR SALT DIRECTLY FROM A TWO-POUND BAG INTO A SHAKER. DAN IS TRYING HIS BEST TO USE AN IMPROVISED STRAW TO ASSIST HIM IN THE FILLING CHORE. THIS ALSO PROVES MESSY)

KARA:

I never knew that the
Midnight Express used so
many salt shakers.

BECKY:

It has more than one
dining car, you know.

KARA:

I wish I could go on the
Midnight Express.

DAN:

I took it once with my
granma.

KARA:

Was it fun?

DAN:

I...I think so.

BECKY:

Don't you remember?
You THINK so? ~~Were you a~~
~~baby?~~

SCENE 1 (CONT'D)

DAN:

No. I was asleep.

(THE GIRLS GIVE HIM A LOOK)

BECKY:

Stacy needs these shakers
filled before midnight.

KARA:

She's so lucky! Billy,
too. I wish I could stay
up for the Midnight
Express.

DAN:

I'm only allowed to stay
up **THAT** late on New
Year's Eve.

BECKY:

Well, we **HAVE** to get them
all filled before we go
home. You heard Stacy.

KARA:

Maybe if we don't,
they'll **HAVE** to let us
stay.

DAN:

YEAH!

BECKY:

You know they won't.
Stacy and Billy will have
to do it.

KARA:

But they're too busy, I
know.

*What I remember is the train
going clackety, clack clackety, clack
clackety clack — and I fell asleep.
But I did dream about the Midnight Express
that night.*

SCENE 1 (CONT'D))

DAN:

Especially Billy. He's going to take over as engineer when the Midnight Express comes!

KARA:

We can't let them down.

DAN:

I'm going as fast as I can. OOPS!

(IN HIS HASTE, DAN SPILLS A PILE OF SALT OVER THE SHAKERS AND ONTO THE TABLE. THE GIRLS LAUGH [SYMPATHETICALLY] AND HELP CLEAN UP)

(DAN LOOKS CRESTFALLEN)

BECKY:

Why don't we do it together? Kara, you hold the paper, I'll hold the shakers and Dan will pour the salt.

(THEY ALL BRIGHTEN AT THIS AND GET INTO POSITION AS BECKY CONTINUES:)

As soon as a shaker is full, I'll stop the salt!

*See say - "Whoa" - and
a little more dramatic*

(THE TEAMWORK EFFORT IS A SUCCESS!)

DAN:

We'll be finished in no time!

(MR. C. APPEARS. HE IS WEARING A PAJAMA-SPACE SUIT WITH SMALL FEATHER PROPELLERS ATTACHED TO HIS BACK AND "HELMET." A "ZZZZ" MOTIF IS WORKED INTO THE SUIT'S DESIGN. ON HIS FEET ARE LARGE, FLUFFY BOOTS. HE HAS A DUFFEL-TYPE BAG NEXT TO HIM AND IS EXAMINING WHAT LOOKS LIKE A ROAD MAP)

SCENE 1 (CONT'D)

MR. C:

So, as long as I keep the
Big Dipper to my right, I
won't get lost.

DAN:

Mister Conductor?

KARA:

Why are you dressed like
THAT?

BECKY:

Are you going to a
costume party?

MR. C:

Costume? This is a
UNIFORM. I have a new
job.

BECKY:

You're LEAVING?

DAN:

WHY, Mr. Conductor?

KARA:

Did you get transferred?

MR. C:

Calm down, now... Mustn't
get too excited before
bedtime. I'll only be
gone for about forty
winks. You see: I'm a
member of The Sandman
Sleepy-Time Volunteers.
And tonight, it's MY turn
to help Mr. Sandman.

CHILDREN:

You ARE?? Really?

} link to Puppet Show
where Sandman is
shown.

SCENE 1 (CONT'D)

DAN:

And... THAT'S your
uniform?

MR. C:

Preusdy
Oh, absolutely. I'll be
traveling at Blinkspeed.
Now... Let's see... I
have my map of the Indian
Valley Snore Zone (this
is MY area). Now where
did I put... oh dear...
Ah! Here it is! Whew!
Mustn't lose the Sleepy
Sand.

KARA;

Sleepy Sand!

MR. C:

It's extra-powerful, you
see. Us volunteers don't
have Mr. Sandman's touch.
He can get it right into
the corners of eyes,
first try. We don't have
to worry about that,
though. As long as we
get it as near to the
eyes as possible.

KARA:

Do you really put SAND in
people's eyes?

MR. C:

It's not really sand, it's more like dried tears with a pinch of magic mixed in
Oh, sure. Not too much.
Just a smidgen. Or is
it a dash?

*You don't use
too much*

DAN:

What does the Sandman
LOOK like?

*question of negative
modeling*

SCENE 1 (CONT'D)

MR. C:

Oh, well... he's kind
of... SANDY looking. His
voice is gravelly, of
course... and, um...

*he has sandy colored hair
and a sandy complexion
~~sandy colored hair~~
His voice is rather grainy
of course and*

BECKY:

My cousin ^{Pager} Gerald says
there's no such person as
the Sandman.

MR. C:

Tsk... tsk... Haven't you
ever found SAND in your
eyes when you wake up?

KARA:

I have!

BECKY:

Me, too!

DAN:

(DISAPPOINTED)

My Mom always makes me
wash it off! *away!*

MR. C:

You're supposed to. It's
only good for eight or
ten hours. Most of it
disappears. The few
grains that you find in
the morning are just a
reminder that Mister
Sandman paid you a visit.
And to prove that your
cousin Gerald is wrong.

BECKY:

But why SAND?

SCENE 1 (CONT'D)

MR. C:

Oh, this is more than
sand. It's Sleepy Sand.
Designed especially for
putting people to sleep.
Why, if we DIDN'T use the
Sleepy Sand... oh my; I
don't want to think
about that.

have Sleepy Sand to put us to sleep

DAN:

You mean, we wouldn't go
to sleep?

MR. C:

I'm afraid ^{not} so.

That's True

DAN:

That would be great
Good! Sleeping is a
waste of time.

MR. C:

Time is never wasted
when you sleep. Speaking
of time, I MUST set off
at EXACTLY five winks
before Drowsy Time.
Timing is everything, you
know. A lesson that
Henry and James learned
the hard way...

SCENE 2

(TTE: "BETTER LATE THAN NEVER")

SCENE 3
(MAINSET)

(THE THOMAS STORY OVER, MR. C. IS
LOOKING CLOSELY AT HIS WATCH)

MR. C:

Hmm... Nodding Hour's
over in a few winks...
time to go soon.

KARA:

You'd better not put ^{Sleepy Sand} sand
in Stacy's eyes...

DAN:

Or Billy's!

MR. C:

Oh? But they're on my
list. You're all on my
list.

BECKY:

They have to work all
night long. The Midnight
Express is stopping here!

MR. C:

Of course! Thank you for
reminding me. I'll be
sure to avoid them.
Well, it's the Snooze
Hour and I mustn't be
late like the engines on
Sodor... Uniform: CHECK!
Map: CHECK! Sleepy
Sand: hmm... better
DOUBLE check.

stay away from

(HE OPENS THE BAG... SNIFFS
SUDDENLY AND: SNEEZES! SOME OF THE
SLEEPY SAND FLIES INTO HIS EYES. HE
RUBS THEM AND HIS MOVEMENTS ARE
BECOMING QUITE SLUGGISH ALL OF A
SUDDEN)

BECKY:

Oh, no!

SCENE 3 (CONT'D)

MR. C:

(DREAMILY)

Sniff... was it a feather
or was it the weather
that made me sneeze? Oh,
my... My knees...

(MR C. WOBBLER AROUND SLEEPILY)

DAN:

Mr. Conductor, are you
all right?

KARA:

His eyes are full of
Sleepy Sand!

BECKY:

Mr. Conductor, don't go
to sleep!

MR. C:

Ahh... I love to sleep
without counting sheep...
zzzzzz...

CHILDREN:

Oh no! *Has walking in his sleep*

(MR. C. BEGINS SLEEPWALKING AND
WALKS ALONG THE RAILING LEDGE,
HUMMING SLEEPILY AND RECITING AND
OCCASIONAL, DREAM-INDUCED NONSENSE
RHYME)

MR. C:

I've told you engines on
Sodor before/Never mix
coal with cream/Your
huffing and puffing/Will
all come to nothing/And
where can you go without
steam?

SCENE 3 (CONT'D)

BECKY;

Kara, let's follow him so
he doesn't hurt himself.
Dan, you'd better hide the
Sleepy Sand! And finish
filling the salt shakers!

DAN:

Right!

(DAN GRABS THE SLEEPY SAND AND PUTS
IT INTO ONE OF THE EMPTY SALT
SHAKERS. THEN DOES HIS BEST TO GET
THE REST FILLED WITH SALT.

KARA AND BECKY FOLLOW MR. C. WHO
CONTINUES TO WALK ACROSS THE LEDGE
TOWARDS SCHEMER'S ARCADE.

AT ONE POINT, THEY QUICKLY PLACE A
PENCIL IN HIS PATH SO THAT HE CAN
SAFELY CROSS A GAP)

MR. C:

Tuck them all in, cozy to
be now/More blankets,
please, we need more for
the cow!

Tuck them all in
it's Sleepy Time now
Pass the blankets please
We need more for the cows

KARA:

Cow? What's he talking
about?

BECKY:

He's asleep!

MR. C:

And the chickens, too
Must get to
sleep./Everyone! All of
you! Snore please, don't
peep!

Chickens in the coop
It's time for you to sleep
I want to hear you snore
I don't want to hear you peep

KARA:

Oh, no! He's going to
fall off!

SCENE 3 (CONT'D)

(MR. C. IS NOW HEADING TOWARDS THE END OF ONE LENGTH OF LEDGE. THE GAP TO THE OTHER LEDGE IS TOO WIDE; HE'S SURE TO FALL OFF. BECKY GRABS A BROOM AND THE GIRLS CAREFULLY PLACE THE BROOM ACROSS THE GAP JUST IN TIME FOR MR. C. TO NAVIGATE SAFELY)

MR. C:

(ACTING OUT)

I followed the tracks.
They headed west./"Toot!
Toot!" I cried. West is
best!/Over hill and over
dale I chugged away with
the evening
mail./"Whooooee!" my
whistle blew. The cars I
pulled ~~were coming,~~
too!/Chug chug. Huff
puff. I rolled all night
until dawn./And when I
stopped: I heard a yawn.
I yawned a yawn and the
dawn was gone.

*Chug Chug Huff puff
→ rolled until the dawn
and when I finally stopped
→ heard a great big yawn*

(DURING THE ABOVE, MR. C. IS TURNING EVERY WHICH WAY, KEEPING THE GIRLS BUSY AS THEY PLACE BOOKS, NEWSPAPERS, PENS AND ARMS IN HIS PATH TO KEEP HIM FROM FALLING OFF THE VARIOUS SURFACES)

(AT ONE POINT, WE SEE SCHEMER ENTER FROM THE OTHER SIDE OF THE STATION! THE GIRLS REACT QUICKLY...)

KARA:

Schemer!

BECKY:

Oh no!

(SCHEMER STOPS TO LOOK AROUND AT DAN, WHO IS STILL BUSY FILLING SHAKERS. SCHEMER GIVE A SMALL "SMILE" WHICH SUGGESTS THAT HE HEARTILY APPROVES OF CHILDREN WORKING)

SCENE 3 (CONT'D)

SCHEMER:

Good. Children should be
busy and not heard.

listened to her

BECKY:

I have an idea!

(SHE WHISPERS IN KARA'S EAR)

SCHEMER:

Instead of playing with
that broom, you COULD be
sweeping up my arcade.
And polish the jukebox
while you're at it.
Honestly, children today
are so CHILDISH.

(KARA RUSHES OVER TO THE ARCADE
WHILE BECKY DISTRACTS SCHEMER BY
POINTING TO THE FLOOR NEAR HIS
FEET)

BECKY:

Hey, Schemer! Is THAT a
nickel?

SCHEMER:

Nickel? Where? WHERE??
It's MINE! I saw it
first!

(SCHEMER DROPS DOWN ON ALL FOURS
AND BEGINS LOOKING, JUST IN TIME
AS MR. C. WALKS PAST HIM ON THE
BANISTER)

Where is it? Where is
it? Where's my nickel?

BECKY:

Gee, Schemer... it was
there a minute ago...
maybe it's rolled over
there where Kara is...

SCENE 3 (CONT'D)

SCHEMER:

Very funny. Who ever
heard of a nickel rolling
up stairs.

KARA:

It's here, Schemer...
look.

(SCHEMER TURNS TO LOOK, JUST AS MR.
C. WALKS ACROSS HIS BACK AND STEPS
SAFELY ONTO THE NEXT BANISTER)

MR. C:

Step lively, folks! The
train's about to leave.
Hop to it! Run, don't
walk! Waddle, don't
wiggle! Bop, don't hop!
Boogie, don't woogie!
All aboard who's coming
aboard! Toot, toot!
Lift that boot!

*why didn't Schemer
hear the
toot toot?*

(SCHEMER MOVES TO HIS KNEES WHILE
PULLING A BACK SCRATCHER OUT OF A
POCKET AND SCRATCHES HIS BACK.
THIS IS MERELY AN EXCUSE FOR HIM TO
SNEAKILY ATTEMPT TO SEE THE SOURCE OF
THE VOICE HE HEARD)

SCHEMER:

Ahh... nothing like a
good scratch... all
right... who said that?

(SEEING NO ONE, HE SHRUGS AND GRABS
THE NICKEL)

(THEN, SCHEMER STANDS SUDDENLY AND
RUBS HIS HANDS, THUS MISSING MR.
C., ONCE AGAIN AS HE SLEEPWALKS
PAST)

SCENE 3 (CONT'D)

MR. C:

(SINGING SOFTLY)

I'm off to the races with
an engine named Bill./I
wonder who'll win? Well,
one of us will./Whoo
whoo! Chug Chug Chug
Chug etc...)

SCHEMER:

Who said that?

BECKY:

Chug chug!

KARA:

Whoo! Whooo!

SCHEMER:

You kids hear that?

BECKY:

Hear what?

SCHEMER:

That.

KARA:

This? Whooo whooo! That
was me.

SCHEMER:

No. A voice.

BECKY:

Chug chug?

SCENE 3 (CONT'D)

SCHEMER:

I don't like hearing
voices. They ~~give me~~
~~nightmares~~ and keep me
awake *at night*

(SCHEMER MOVES TOP THE JUKEBOX
BRANDISHING HIS NEWLY FOUND NICKEL.
HE CUDDLES UP TO THE BOX AS IF IT
WERE A DEAR FRIEND)

Music will stop those
voices. Nice music.
Soft music. Gentle
music.

SCENE 4
(INT. JUKEBOX)

TITO:

Flattery will get you
nowhere, ace! Let's see
the color of your nickel.

SCHEMER:

Music to soothe the
savage voice. And with
my free nickel, I get a
free song. Come on,
Box... play me something
nice.

DIDI:

Aww... we don't want him
to lose sleep over those
voices.

TEX:

Don't know about you,
Rex, but I'm ready to
play something nice.

REX:

Nice and slow, or nice
and fast?

TITO:

Nobody's playing nothing
until I hear that nickel
drop!

(SCHEMER GIVES HIS NICKEL A SMALL
WAVE GOODBYE, INSERTS IT AND GIVES
THE JUKEBOX AN AFFECTIONATE HUG)

SCHEMER:

Don't forget. Something
nice.

TITO:

Alll RIGHT! Who's for
"nice"!

SCENE 4 (CONT'D)

DIDI:

Got just the thing... HIT
IT, boys and girls!

(PUPPET SONG: "BEAUTIFUL
DREAMER")

(DURING THE SONG, WE INTERCUT MR.
C. WALKING OFF THE BANISTER AND
STEPPING ONTO A STAIRWAY OF BOOKS
THAT ALL THREE CHILDREN HAVE
HASTILY ASSEMBLED. MR. C. IS NOW
WALKING ALONG THE BENCH)

(DAN IS STALKING HIM WITH A TOWEL
AND THROWS IT WITH THE INTENTION OF
COVERING MR. C. BUT IT GOES
WILDLY OFF THE MARK)

(THE SONG ENDS)

SCENE 5
(MAINSET)

(KARA AND BECKY REACT TO DAN)

KARA & BECKY:

You finally DID IT!

(DAN'S BEAMING FACE SUDDENLY TURNS
TO CONCERN)

(ALTHOUGH THE TOWEL IS COVERING MR.
C., HE CONTINUES MOVING ACROSS THE
FLOOR OF THE STATION!)

(DURING THIS: A TRAIN PULLS INTO
THE STATION AND PASSENGERS BEGIN
WALKING THROUGH)

(THE TOWEL CONTINUES TO MOVE
ACROSS THE FLOOR INTO THE PATH OF
WALKING FEET)

(THE DANGER IS REINFORCED BY AN
APPROPRIATE POV SHOT)

(FOCUS ON A MEAN-LOOKING LITTLE
BOY, HAND IN HAND WITH HIS MOTHER.
HE SEES THE MOVING TOWEL AND WITH A
MALICIOUS GRIN, STEPS ON THE EDGE
AS HIS MOTHER YANKS HIM ALONG)

(MR. C. EMERGES, UNHARMED FROM THE
TOWEL, AND CONTINUES HIS MEANDERING
SLEEPWALK)

(THE BOY REACTS TO THIS WITH A
SURPRISED DOUBLE TAKE)

BOY:

Mommy! Mommy! A little
man!!

MOMMY:

Leave it alone, Charles,
you don't know where it's
been. Now, COME ALONG!

BOY:l

But Mommy! I WANT it!!

keep low angle POV
shot.
perhaps with wide-
angle lens
child's face

SCENE 5 9CONT'D)

MOMMY:

You have enough (pets)!
COME ALONG, I said!

(Toys)

(THE MOTHER YANKS THE PROTESTING
LITTLE BOY OUT OF THE STATION)

(MEANWHILE, BILLY AND J.B. KING
HAVE ENTERED AND ARE MOVING TOWARD
THE TICKET BOOTH TO MEET STACY)

KING:

Everything in order for
the Midnight Express,
Miss Jones?

STACY:

Yes, Mister King. The
mail's already on the
platform and the food
will be here shortly.

KING:

I hope it's very shortly.
The Midnight Express
can't wait, you know.
Timing is everything.
Food's not here, the
passengers don't have
breakfast and THAT will
be the LAST time the
Midnight Express stops at
Shining Time Station.
The only reason it's
stopping tonight, after
many years of ignoring
you, is that I feel
confident that you and
Mr. Twofeathers will have
everything timed
perfectly. To the
second!

bypassing

(passing you by)

BILLY:

You can count on us, J.B.
Stacy and I have
everything under control.

SCENE 5 (CONT'D)

KING:

I hope so. Now, how do you feel, Mr. Twofeathers? Think you can handle that engine tonight? Not going to fall asleep, are you? The last leg of the journey is always the longest. Ah, I'd LOVE to be in your shoes... I can just FEEL the power of that engine... Mmmm... and the SMELL of hot grease as those big wheels turn.

STACY:

(ALSO DREAMY)

And the clickety clack.

KING:

Clickety clack?

STACY:

Yeah... the clickety clack of the wheels.

KING:

On the TRACK! I forgot about that... I can hear it now... clickety, clack, clickety clack...

STACY:

(JOINING HIM)

Clickety clack.

BILLY:

Don't forget the ROAR of the engine as it climbs those hills.

~~I almost~~
I almost forgot about
this

SCENE 5 (CONT'D)

KING & STACY:

(DREAMILY)

Ahhh... yes... yes...

(THE THREE OF THEM ARE CAUGHT UP IN
THIS NOSTALGIC REMINISCENCE UNTIL
KING AND BILLY COME FACE TO FACE)

BILLY:

(QUIETLY)

This is where I get off,
J.B.

KING:

(SNAPPING OUT OF IT)

Oh! Yes. Of course.
Tools to oil. Equipment
to check. You're sure
you two are up to it? A
long night, you know.

STACY:

We know, Mr. King.

BILLY:

I rested up earlier.
Staying awake's no
problem.

STACY:

That goes for ME, too!
Let the Midnight Express
come! We're ready for
it!

SCENE 5 (CONT'D)

KING:

I'd LOVE to be here tonight. Doing what you're doing. However, running a railroad isn't all fun and games. Memos to write, inventory to check, schedules to approve. I need my beauty sleep.

with just the big adventure

(DURING THE ABOVE, MR. C. CAN BE SEEN WALKING UP THE SIDE OF THE TICKET BOOTH AND BEGINS WALKING ALONG THE LEDGE DIRECTLY TOWARDS KING.)

THE CHILDREN RUSH INTO THE SCENE AND STOP SHORT OF COLLISION. THEY STARE IN HORROR AS MR. C. MOVES CLOSER TO KING AND SITS UPON THE BANISTER, STILL ASLEEP AND DREAMING)

MR. C:

"Clickety clack!" goes the sound of the WHISTLE.

KING:

Whistle? What's this about a whistle?

*Mr King would recognize
Mr C - voice and
effect him*

BILLY:

(PUZZLED)

Whistle?

BECKY:

This'll! I said:
THIS'LL!

STACY:

"This'll"?

KING:

What'll? I mean...
"This'll" WHAT?

SCENE 5 (CONT'D)

BECKY:

Um...

KARA:

THIS'LL be a good night
to stay up late!

BECKY:

Yes! That's what I said.

MR. C:

Choo choo! Chugga wugga!
AlllllaBOARD!

KING:

Practicing are you, Mr.
Twofeathers?

BILLY:

I did?

(THE KIDS HAVE ALERTED STACY. SHE
SEES MR. C. AND MAKES THE
CONNECTION)

STACY:

Bored!

KING:

Pardon?

STACY:

Yes. I sure get BORED
sometimes... when I've
too much sleep. Don't
YOU, Mr. King?

(BILLY HAS ALSO BEEN ALERTED AND
TRIES HIS HAND AT COVERING)

BILLY:

You know, J.B. Too much
sleep. Too much energy.

SCENE 5 (CONT'D)

STACY:

And... sometimes you
get... bored. With so
much... energy.

KING:

I'm not sure if you two
are fit to work tonight.

MR. C:

Alllll aBOARD! Women and
children FIRST!

KING:

First? WHAT'S first?
What's going on!!?

STACY:

First things FIRST I
always say.

KING:

Why?

STACY:

Why what, Mr. King?

KING:

Why do you always say:
"First things first"?

BILLY:

She doesn't ALWAYS say
it, J.B.

KING:

But she just said it!
WHY? Why did you say
"First things first,"
NOW?? Why NOW?

(SCHEMER HAS WANDERED INTO THE
SCENE AT THIS STAGE)

too long
cut
stretches credibility
too thin

SCENE 5 (CONT'D)

SCHEMER:

"How," what? Mr. J.B.
King, exalted head, sir.

KING:

How? What, how?

SCHEMER:

How should I know, Mr.
J.B. King, sir. YOU said
it, not me.

KING:

I said WHAT??

SCHEMER:

Not "what", "How",
exalted head.

MR. C:

The quick red engine
rolled across the
trestle.

KING:

THERE! Did you hear
that??!

(BILLY, STACY AND SCHEMER ALL POINT
IN DIFFERENT DIRECTIONS)

BILLY, STACY &
SCHEMER:

It came from over there!

(DOING A WILD, CONTORTED TURN,
SCHEMER'S SWINGING JACKET FLAP
KNOCKS THE SEATED MR. C. OFF THE
BANISTER AND INTO KING'S OPEN
BRIEFCASE. MR. C. LANDS, UNHARMED,
ONTO A STACK OF PAPERS)

too close a call

SCENE 5 (CONT'D)

MR. C:

How many times have I
told them on Sodor: "Fix
those holes! Someone's
liable to fall into
them." I'll have to do
it myself, I suppose.
Oh, well... onward and
forward.

(MR. C. BEGINS SLEEPWALKING ACROSS
THE FLOOR, QUIETLY HUMMING A
LULLABY)

(KING LOOKS AROUND CONFUSED.
SCHEMER GIVES HIM A SMALL PUZZLED
WAVE. STACY AND BILLY SIGH SIGHS
OF RELIEF)

(THE CHILDREN REACT IN HORROR AS
THEY WATCH MR. C. HEAD FOR ANOTHER
DISEMBARKING TRAINLOAD OF
PASSENGERS)

(WE LOSE SIGHT OF HIM. APPROPRIATE
WORRIED REACTIONS FROM OUR CAST)

KING:

FIVE O'CLOCK! Good
grief, I have other
stations to visit! Big
board meeting tomorrow.
I MUST have an early
night.

(ON HIS WAY OUT, SCHEMER FOLLOWS)

SCHEMER:

Don't forget to mention
my arcade at the meeting,
oh exalted one.

KING:

Your arcade? Why?

SCHEMER:

As an example of the
epitome of perfection, of
course.

SCENE 5 (CONT'D)

(KING GIVES HIM A PUZZLED LOOK.
THEN TURNS TO STACY AND BILLY.
AFTER A BEAT HE SIGHS AND SHRUGS)

KING:

I'm not sure what's going
on around here. I better
have the drinking water
analyzed. Please don't
disappoint me. Remember,
the Midnight Express has
NEVER been late.

STACY:

Don't worry, Mr. King,
we're more than ready.

(KING AND SCHEMER EXIT)

DAN:

Where's Mr. Conductor?

KARA:

He's gone!

BECKY:

The last time I saw him
he was heading in THAT
direction.

KARA:

The platform?!

DAN:

You mean he'^sd gone
OUTSIDE??

SCENE 6
(MAINSET)

(NIGHTTIME)

(STACY AND THE CHILDREN ENTER FROM
DIFFERENT DIRECTIONS. THEY
EXCHANGE EXPRESSIONS OF
FRUSTRATION)

DAN:

We can't find Mr.
Conductor anywhere.

STACY:

(UNCONVINCED)

They say that
sleepwalkers usually
don't come to any harm...
they're so relaxed... I
wouldn't worry... you
know Mr. Conductor...
always up to something.

KARA:

I hope he wakes up before
anything terrible happens
to him.

BECKY:

It's almost my bedtime.
I'm going to have to go
home.

sleep

(CLOCK SHOWS THAT IT'S 10:00 PM)

✓

STACY:

Don't worry... I've
called each of your
parents and they said you
could spend the night
with us. I knew you'd
want to see the Midnight
Express come in...
Especially after all your
hard work.

CHILDREN:

Hooray!

SCENE 6 (CONT'D)

STACY:

To tell you the truth, I
was surprised they were
still so wide awake... in
fact, they told me that
ALL of their neighbors
were awake, too.

(your parents)

KARA:

Oh oh.

STACY:

Barton Winslow still has
his store open...
customers coming and
going like it was mid-
afternoon. Ginny the
Farmer ALWAYS goes to bed
at eight... but... SHE'S
still wide awake.

DAN:

We HAVE to find him!

BECKY:

Midge Smoot tells me that
every single person in
the VALLEY is awake.
Isn't that amazing?

BECKY:

Boy, is HE ¹gong to be in
trouble. ^

✓

STACY:

Who's going to be in
trouble?

BECKY:

What? Oh... um... I
meant WE'RE gong to be in
trouble if we don't
finish filling those salt
shakers. Come on you
guys, let's GO!

SCENE 6 (CONT'D)

(THE KIDS GO OVER TO THE SALT SHAKER SECTION. THE WORK IS PRETTY MUCH DONE, BUT THEY NEED TO TALK)

DAN:

The whole VALLEY'S awake!
What do you think the
Sandman will do to Mr.
Conductor when he finds
out?

BECKY:

It's still not too
late... if we only knew
where he went.

KARA:

We've looked everywhere.

DAN:

Maybe if we stick close
to his house...?

BECKY:

Good idea!

(THE CHILDREN MOVE TO THE MURAL AS
STACY ENTERS FROM THE PLATFORM)

STACY:

Great! The food's all
organized. The mailbags
are ready for pickup.
Everything's set. How
are you doing, Billy?

BILLY:

I've never been readier.

(STACY AND BILLY MOVE NEARER TO THE
CHILDREN)

STACY:

(TO BILLY)

Not nervous?

SCENE 6 (CONT'D)

BILLY:

Well... more like: I
can't wait.

DAN:

What's so different about
this train?

BILLY:

Well... when I was a
boy... not much older
than you. On hot summer
nights I used to lie out
on the grass. I used to
lie there for hours and I
would try not to go to
sleep until I could hear
the Midnight Express. It
was the whistle I was
waiting for. Something
about that sound
happening in the middle
of the night. Like an
old friend saying
"hello". Sometimes I'd
fall asleep before it
came. But I always woke
up when I heard the sound
of the whistle. That's
why I wanted to be an
engineer. Night Train
was calling me, I guess.

KARA:

Have you ever driven a
Night Train?

SCENE 6 (CONT'D)

BILLY:

Uh huh. And the Midnight Express is the granddaddy of them all. There's nothing like driving that engine into the sunrise. The first pink glow on the horizon. Seeing the beginning of another day. Another day when maybe the world might turn out to be a better place. I never get tired of that and I never get tired of hearing the whistle. Never. There isn't a railway man alive who wouldn't wake up to the sound of the Midnight Express rolling through the valley.

STACY:

Grandad used to talk just like that when I was little. That's why I wanted to follow in his footsteps.

would Stacy want
to be an engineer?

(SCHEMER SUDDENLY WANDERS IN, SLIGHTLY DAZED AND IRRITABLE. HE'S WEARING HIS NIGHTIE AND TEDDY BEAR SLIPPERS. HE HOLDS HIS BELOVED BLANKIE CLOSE TO HIS CHEEK)

SCHEMER:

I can't sleep. I tried EVERYTHING. Warm milk, hot bath, counting nickels... taping my eyes shut. My Mommy even sang me lullabies for a while. But then she got too grumpy because even SHE can't sleep. I wonder if I've gotten some kind of sickness like an OWL flu. Hope it's not catchy. Don't' get too close.

nightowl

SCENE 6 (CONT'D)

STACY:

You're not the only one,
Schemer. Everyone in
Indian Valley is wide
awake.

SCHEMER:

See? Germs spread fast.
I sneezed before and
didn't use my hanky.

SCENE 7

(INT. JUKEBOX)

(EVEN THE PUPPETS CAN'T SLEEP.
THEY'RE IN THEIR PAJAMAS AND NOT TO O
HAPPY) ✓

TITO:

Schemer's right.
Counting nickels don't
help.

DIDI:

If I don't get my beauty
sleep, I'll scream.

TEX:

Anything's better than
your singing.

REX:

Tex, that ain't no way to
talk.

TEX:

That goes for you, too.

TITO:

I'm tired of this
bickering.

DIDI:

I'm tired of being TIRED!

SCENE 8
(MAINSET)

(STACY AND THE CHILDREN ARE BOXING THE FILLED SALT SHAKERS. DAN NOTICES THAT THE SHAKER WITH THE SLEEPY SAND IS MISSING. HE TRIES TO GET THE GIRLS' ATTENTION)

DAN:

(MOUTHING WORDS)

<<The Sleepy Sand!>>

BECKY:

(MOUTHING ALSO)

<<What?>>

DAN:

(MOUTHING)

<<It's GONE!>>

(ALARMED, BECKY INFORMS KARA VIA AN EAR WHISPER)

KARA:

Stacy, what will happen if we're never able to sleep again?

DAN:

(MOUTHING TO BECKY)

<<Where is MR. CONDUCTOR??>>

STACY:

Not being able to sleep would be horrible. We all need our sleep. Can you imagine everyone being grumpy, like Schemer?

DAN:

Don't worry, I never get grumpy.

SCENE 8 (CONT'D)

BECKY:

You do, too.

DAN:

I do NOT!

KARA:

YES you do!

STACY:

Kids! See what I mean?
And being grumpy is only
part of it... If we never
slept, we'd never dream.

KARA:

That's bad?

STACY:

Oh, yes. We NEED our
dreams.

(THE CHILDREN LOOK TERRIBLY
WORRIED. STACY MISINTERPRETS:)

Poor little sleepyheads.
Sorry to keep you up so
late... We'll go home
just as soon as the
Midnight Express pulls
in. Won't be long now.
So don't fall asleep on
me... Why don't you go
over and take a look
in the Picture Machine.
Might wake you up.

might help if you make

SCENE 9

(PICTURE MACHINE SONG ABOUT
SLEEPING AND DREAMS)

SCENE 10
(MAINSET)

(AFTER THE SONG, THE CHILDREN LOOK
OVER TO SEE STACY, BILLY AND
SCHEMER HAVING A LATE NIGHT SNACK)

STACY:

Kids! Come and have
something to eat!
There's plenty here!

SCHEMER:

These are MY fries. And
MY burger!

BILLY:

Pass the salt, will
you Schemer?

SCHEMER:

Sure... AFTER I have MY
share.

(AS THE CHILDREN WALK OVER TO JOIN
THE OTHERS: DAN SPOTS THE MISSING
"SALT" SHAKER. HE ALERTS BECKY AND
KARA)

DAN:

SCHEMER! Wait!

SCHEMER:

Wait your turn, please.
Honestly, children these
days are so self-
centered. First, I use
the salt --

DAN:

NO!

SCHEMER:

Tsk. THEN Billy --

KARA:

Schemer!

SCENE 10 (CONT'D)

SCHEMER:

... and THEN if you say
"please" --

BECKY:

Please!

SCHEMER:

Not yet -- AFTER
Billy... tsk tsk...
children...

(SCHEMER GIVES THE SHAKER A
VIGOROUS SHAKING WHICH CAUSES THE
LID TO FALL OFF. SLEEPY SAND FLIES
INTO THE EYES OF ALL THREE ADULTS)

DAN:

Not again!

BECKY:

Not Stacy... not NOW!

KARA:

BILLY, too!

SCHEMER:

Shhh... It's...
(yawn)... sleepy time...

(SCHEMER STANDS AND STAGGERS PAST
THEM, HUGGING HIS BLANKET AND FLOPS
DOWN ON THE ARCADE FLOOR WITH A
HAPPY, SLEEPY SMILE ON HIS FACE.
HE IMMEDIATELY BEGINS TO SNORE
LOUDLY)

(BILLY STRETCHES OUT ON THE BENCH
WITH A BIG YAWN AND IS SOON FAST
ASLEEP)

DAN:

Aunt Stacy, don't YOU
fall asleep, too!

SCENE 10 (CONT'D)

STACY:

(SLEEPILY)

Hmmm? Sleep? Sooo
tired... don't forget to
turn off the lights,
dears... nighty night...
(zzzzzz)

(STACY SLUMPS DOWN TO THE FLOOR AND
SLEEPS. THE CHILDREN DON'T KNOW
WHAT TO DO)

(A GLANCE AT THE CLOCK SHOWS THAT
IT WILL SOON BE MIDNIGHT)

KARA:

Oh no! Look at the time!

BECKY:

The Midnight Express will
be here any minute!!

DAN:

I wish I ^{were} big enough
to drive the engine! ✓

KARA:

I wish Mr. Conductor ^{were} was
here! ✓

KING:

(OC)

WHAT is going on around
here??

(THE KIDS REACT TRYING TO MASK THE
SLEEPING ADULTS)

(KING IS WEARING HIS COAT OVER HIS
BATHROBE AND PAJAMAS. HE IS NOT
PLEASED WITH WHAT HE SEES)

Or should I say: What is
NOT going on around
here??

SCENE 10 (CONT'D)

KARA:

We can explain, Mr. King.

DAN:

We can?

KING:

Here I was... unable to
sleep... pacing the
floors... drinking
endless cups of hot
cocoa. So I decide to
come down to the station
and wait for the Midnight
Express and what do I
see??

BECKY:

But...

KING:

My ENTIRE STAFF asleep!!
What is it, the Valley
air? I should have come
earlier. Maybe THEN I
could've fallen asleep!
What are you kids doing
up, anyway??

BECKY:

But they're just resting,
Mr. King!

KING:

Resting my FOOT! They're
ASLEEP!! Lucky devils.
Wake up! Miss Jones!
Mr. Twofeathers! I order
you to WAKE UP!

(WHILE KING ATTEMPTS TO WAKE BILLY
AND STACY, A ST. BERNARD DOG PADS
INTO THE SCENE CARRYING A SLEEPING
MR. C. IN HIS MOUTH)

~~King~~
King can't be there.
How can Mr. C
have been with S

SCENE 10 (CONT'D)

(MR. C. SLOWLY MIMES FLYING, WHILE
SINGING SOFTLY:)

MR. C:

With a bucket of
steam/And coal by the
bottle/I drove the engine
like the wind at full
throttle!/Over the hills
and valleys we
flew!/Where we were
going, nobody knew!/Whoo
whoo! Whoo whoo!

(THE CHILDREN SIGH IN RELIEF AS THE
DOG DROPS MR. C. OFF ONTO THE TABLE
AND EXITS)

DAN:

(WHISPER)

Mr. Conductor!

KARA & BECKY:

(WHISPERS)

Wake up! Please...

(MR. C. CONTINUES TO SLEEPWALK
THROUGH AN OPEN PACKAGE OF CREAM
CHEESE. HE LEAVES CREAMY TRACKS IN
HIS MEANDERING WAKE)

MR. C:

Thomas didn't use his
snowplow/When he made
the morning run;/So
diesel, that rascal,
decided to have
fun./"Take those tracks
through the snow bank --
it's quicker that
way!"/Poor Thomas got
stuck and was gone for a
day!

SCENE 10 (CONT'D)

KING:

I'll count to THREE, Miss
Jones; Mr. Twofeathers.
One --

(PAUSE)

There's that voice again.
I KNOW that voice! And I
think it's coming from
over there!

(THE KIDS GO INTO ACTION. KARA
GRABS A BURGER AND BECKY SNATCHES
THE "SLAT" SHAKER. THE INTERCEPT
KING)

KARA:

Have a burger, Mr. King.

KING:

Oh. Well... actually I
AM a little hungry. I
don't normally eat this
type of non-diet food.
Especially at midnight.
But then, this isn't a
normal midnight. Thank
you, don't mind if I do.

(BEFORE HE TAKES A BITE, KARA
SPRINKLES SLEEPY SAND ON THE
BURGER, WHICH GET'S INTO KING'S
EYES)

KARA:

Have some "salt"!

SCENE 10 (CONT'D)

KING:

Just a dash, please...
Mmmm...

(YAWNS)

...very sleepy all of a
sudden... close the
windows please... don't
want any... train
whistles to... wake...
me... zzz...

(WITH KING ASLEEP, THE CHILDREN
CONCENTRATE ON MR. C. THEY
FOLLOW HIS LITTLE FOOTPRINTS BACK
TO HIS SIGNAL HOUSE. HE IS SLEEP-
MARCHING IN PLACE AGAINST THE
MURAL)

MR. C:

It took Thomas a day to
back out of the snow/But
as we all know, through
the snow it is slow.

(IT'S ONE MINUTE TO MIDNIGHT!!)

DAN:

The Midnight Express will
be here in ONE MINUTE!

KARA:

Mr. Conductor, wake up!
Please!

DAN:

MISTER CONDUCTOR!!

BECKY:

It's no use, he can't
hear us...

(SUDDENLY THE DISTANT WHISTLE OF
THE MIDNIGHT EXPRESS ECHOES THROUGH
THE VALLEY)

SCENE 10 (CONT'D)

KARA:

The WHISTLE!

BECKY:

I know. It's the
Midnight Express.

KARA;

No. I mean, the WHISTLE!
Remember what Billy
said?! The railroad
people will ALWAYS wake
up to the sound of the
whistle!

BECKY:

If Mr. Conductor could
HEAR the whistle --

DAN:

It will wake him up!!

(THEY GENTLY CARRY MR. C. OVER TO
AN OPEN WINDOW AS THE SOUND OF THE
TRAIN APPROACHES)

(THE WHISTLE GROWS LOUDER. IT
WORKS! MR. C. WAKES!)

SCENE 10 (CONT'D)

MR. C:

Ah. That sound. I
wouldn't miss it for the
world.

(MR. C. LOOKS AROUND. SEES THE
SLEEPING ADULTS. SEES THE HAPPY,
ANXIOUS FACES OF THE CHILDREN AND
QUICKLY PUTS TWO AND TWO TOGETHER)

Oh oh! The Midnight
Express!

(MR. C. MAKES A MAGICAL SWEEPING
GESTURE WITH HIS HAND, THUS UNDOING
THE SLEEP SPELL. HE THEN TAKES THE
BAG OF SLEEPY SAND FROM DAN)

Thank you. And now some
SLEEP for the Valley!

(PROPELLERS ACTIVATED, HE GIVES
THEM A HEARTY SALUTE, RISES INTO
THE AIR AND VANISHES. WHEW!)

(BILLY, STACY, SCHEMER AND KING ARE
AWAKE. BILLY AND STACY GO ABOUT
THEIR TASKS FEELING REFRESHED AND
HAPPY)

(KING MOVES TO SCHEMER [WHO IS
LOOKING A BIT PUZZLED AT HIS
REFLECTION])

(THE MIDNIGHT EXPRESS PULLS INTO
THE STATION)

(THE CHILDREN HELP STACY WITH THE
FOOD, ETC.)

(BILLY GIVES THE "OK" SIGN TO THEM
AS HE BOUNDS OUT TO TAKE OVER THE
"DRIVING")

(WITH A QUICK "TOOT!" THE TRAIN
PULLS AWAY. AND AS THE
REFLECTED LIGHT DANCES ABOUT THEIR
FACES, STACY HUGS THE CHILDREN)

← make sure to
take salt & pepper shakers

2 would think Scherer would
stay asleep since he's
not a railroad man

SCENE 10 (CONT'D)

STACY:

Well, wasn't that
EXCITING. You kids must
be beat. Come on...
let's go home and get
some REAL sleep.

(THEY EXIT HAPPILY)

(KING IS SCRUTINIZING SCHEMER'S
OUTFIT)

KING:

You can't expect to run a
successful business
dressed like that.

SCHEMER:

Oh. I'm sorry, Mr. J.B.
King, Exalted Head, sir.
It's just that... well...
You're wearing YOUR
pajamas, too, y'know.

KING:

So I am. I guess I
wanted to see the
Midnight Express as much
as you did.

SCHEMER:

I did?

KING:

What d'you say we hang
around and watch the dawn
come up... I know an all
night diner that has a
good view of the valley.
There's nothing like that
first, rosy glow on the
horizon...

SCHEMER:

You're paying for the
coffee, of course.

(THE END)